

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: 4 card support, 6 - 9 HCP

Jump shifts after minor opening Splinter

Jump shifts after major opening Splinter

Responses to strong 2 suit opening (2C) - 2D = denies 1.5 quick tricks

Responses to 2NT opening 3C/D = to play; 3H/S = forcing (6 card suit)

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all All except AK x (x)

Underlead Other: _____

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: Count

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? Over INT _____

Other Conventions

SWINE	Block out
Long suit Trials	
Jacoby Raises	
Cue Raises	
4th suit Forcing to Game	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Lesley Samuels Gabrielle Wilson

ABF Nos: 146455 44539

Basic System: Modified Acol Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ (3) 1♦ 11+ (4) 1♥ 11+ (4) 1♠ 11+ (5)

1 NT 12 - 14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to Hearts 2♥ to Spades 2♠ clubs

2 NT diamonds Other: 1NT 2C, 2D/H/S 2NT, Invitational

2♣ 95% Game Force

2♦ Weak in H/S (6 - 10); 8.5 - 9 tricks in minor; balanced 20 - 22

2♥ Hearts & a minor (5/5), 6 - 10 HCP

2♠ Spades & another (5/5), 6 - 10 HCP

2 NT Both Minors (5/5), 6 - 11

3 NT _____

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls Weak Unusual NT Minors or unbid suits

1NT overcall (immediate) 15 - 18 (re-opening) 11+, stopper in suit

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Lionel (modified)

Over opponent's 1NT (strong) Lionel (modified)

Over weak twos X = Takeout

Over opening threes X = Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ HCP, 4+D	2NT	11 - 12, 4C
	1♥/♠	5+ HCP, 4+H	3♣	5 -9 HCP, 5+ C
	1NT	6 - 9 HCP, 4+C	3♦	
	2♣	10+ HCP, 5+C	3♥	
	2♦	Splinter, Game Force	3♠	
	2♥	Splinter, Game Force	3NT	
	2♠	Splinter, Game Force	4 bids	

1♦	1♥/♠	5+ HCP, 4+H	3♣	Splinter, Game Force, no Major
	1NT	6 - 9 HCP, no 4 card Major	3♦	5 - 9 HCP, 5+ D
	2♣	10+ HCP, 4+C	3♥	
	2♦	10+ HCP, no 4 card Major	3♠	
	2♥	Splinter, Game Force,4+D	3NT	13 - 15 HCP, no 4 card Major
	2♠	Splinter, Game Force,4+D	4♦	
	2NT	11 - 12 HCP, no 4 card Major	4 Other	

1♥/♠	1NT	5 - 9HCP, no 4/3 fit	3♣	Splinter, Game force
	2♣	10+ HCP, 4+C	3♦	Splinter, Game Force
	2♦	10+ HCP, 4+D	3♥/♠	5 - 9 HCP, 4 card support
	2♥/♠	6 - 9 HCP,3+ card support	3NT	13 - 15 HCP, no major fit
	2NT	10+ HCP,4+ card support	4♣/♦	

2♣	2♦	Denies 1.5 quick tricks	2♥/♠	1.5 quick tricks, 5+ card suit
other		2NT = 1.5 quick tricks, no 5 card suit; 3C/D = 1.5 Quick tricks, 5+ card suit		

2♦	2♥	0 - 13 HCP	3♣/♦	
	2♠	13+,Game invite if weak 2 in H	3♥/♠	
	2NT	14+; ask re D bid	3NT	

2♥/♠	2NT	14+ HCP, ask re minor/other	3NT	
	3♣/♦	Weak, pass/correct	4♣/♦	
	3♥/♠	6 - 10 HCP, fit ,Competitive	4♥/♠	

2NT	3♣	To play	4♣	Invitational
	3♦	To play	4♦	Invitational
	3♥	Forcing, 6+H	4♥	To play
	3♠	Forcing, 6+S	4♠	To play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Game Force,6+ card suit
3♥/3♠	Game Force, 5+ card suit
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening

Defence to opening Two's: Multi 2♦

RCO style 2-s X = 15+, any shape
 2NT= 17 - 18 HCP, balanced
 3C/D/Other major = 15+HCP, 5+ , unbalanced

Other 2-s

Defence to strong ♣ X = Strong single/2 suiter; 1 D/H/S/2C = 5+ card suit(9-15 HCP)
 1NT/2D/H/S/2NT = 2 suited bids

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X = Takeout

4♥ X = Takeout 4♠ 4NT = 2 suiter, Forcing

OTHER NOTES

LIONEL (Modified) over opps NT: operates in direct & passout seats

X = Spades & another 2 suited bids show 4+/4+ in suits, 9 - 15 HCP

2C = Clubs & a red suit

2D = Diamonds & Hearts

2H/S = single suit

(2NT = Minors 5/5)